



# S O D A   S P R I N G S   P A R K

# MASTER PLAN

FEBRUARY 13, 2007

SPIRIT OF COMMUNITY, WATER & HISTORY



Table of Contents

Acknowledgements 3

Project Intent 4

Project Vision 4

Project Givens 4

Planning Process 4

Existing Conditions 6

Master Plan 7

Area A: West End Landscape/Sculpture Feature 8

Area B: Manitou Avenue and Entry Feature 9

Area C: Event Plaza, New Bridge and Paving 10

Area D: Tree Preservation and Plaza Amenities 11

Area E: Creek Edge Erosion Control Access and Drop Follies 12

Area F: Playground Improvements 13

Area G: Pavilion Renovations 14

Area H: Parking and Circulation 15

Area I: Restroom Renovations and Spa Building Interface 16

Cost Estimate & Phasing 17

Appendices 18

A. Survey 19

B. Workshop #1 Comments 20

C. Workshop #2 Comments 21

D. History of Soda Springs Park 22



## Acknowledgements

A special thanks to all of the citizens, volunteers and City of Manitou Springs staff for their commitment to the planning process and to preserving a community resource.

### MANITOU SPRINGS PARKS AND RECREATION ADVISORY COMMITTEE

The Soda Springs Park Advisory Committee consisted of volunteers from various organizations around the community that represented parks, the city, downtown business, historic resources and the citizens. The Committee acted as the project outreach leaders and served as the community representatives and voice in the master plan decision-making process. In short, the committee steered the project to its successful outcome in partnership with community participants.

#### Committee:

Nancy Barnes, Council Member, City of Manitou Springs  
 Kitty Clemens, Executive Director, Manitou Springs Economic Development Council  
 Aimee Cox, Chair, Manitou Springs Parks and Recreation Advisory Board  
 Dan Folke, Planning Director, City of Manitou Springs  
 Rolf Jacobson, Manitou Springs Metropolitan District  
 Leslie Lewis, Director, Manitou Springs Chamber of Commerce  
 Kelly McMinn, Public Services, City of Manitou Springs  
 Neil Plass, Historic Preservation Commission  
 Jan Rose, Vice Chair, Manitou Springs Parks and Recreation Advisory Board  
 Mary Snyder, Manitou Springs Arts Council  
 Karen Waldon, Secretary, Manitou Springs Parks and Recreation Advisory Board  
 Farley McDonough, Adams Mountain Cafe

#### City Council:

Marcy F. Morrison, Mayor  
 Donna M. Ford, City Council Member  
 Marc A. Snyder, City Council Member  
 Shannon C. Solomon, City Council Member  
 Mark L. Morland, City Council Member  
 Elizabeth Feder, City Council Member  
 Nancy S. Barnes, City Council Member

#### Parks and Recreation Advisory Board:

Aimee Cox, Chairman  
 Jan Rose  
 Karen Waldon  
 Jennifer Teal  
 Kelly Church  
 Ann Carter  
 Christine Mathews-Kiss  
 Michael Sawyer

#### Prepared for:

CITY OF MANITOU SPRINGS PARKS & RECREATION ADVISORY BOARD  
 606 Manitou Avenue  
 Manitou Springs, CO 80829  
 719.685.4398

#### Prepared by:

**THOMAS & THOMAS**

PLANNING~URBAN DESIGN~LANDSCAPE ARCHITECTURE, INC.  
 614 North Tejon Street  
 Colorado Springs, Colorado 80903  
 719.578.8777  
 www.ttplan.net



## Project Intent

This Master Plan document seeks to preserve Soda Springs Park’s significant place within the community by integrating the Park’s history, existing facilities, unique identity and character, and by providing guidelines for the future development of the Park.

This document and master plan are the product of a 6-month long public process. Many citizen, volunteer and city staff hours are represented in this long-range vision for Soda Springs Park. All site planning and design should be consistent with the Master Plan as it relates to all future area planning and creek improvements.

## Project Vision

The intent of the Master Plan is to establish a vision for the future improvements and design standards for the park. The plan will outline the improvements that capture the history, natural beauty and the important community aspects of the park in the downtown. The park is to be a focal point and a notable gathering place for residents and visitors.

- Improve security of the park through access and lighting
- Improve parking and circulation associated with events and vendors
- Improve the flexibility of the park for events and everyday family picnics and retreats
- Improve the visual and physical connections to the park from the surrounding downtown uses
- Maintain the historic downtown function of the park
- Improve the formal and informal seating opportunities
- Improve the character and maintenance of the pavilion
- Improve the signage, park identity and enhance entry points
- Create a downtown oasis and destination
- Create a downtown anchor that is beautiful

## Project Givens

At a minimum the Master Plan will provide or maintain the following park programs and features that are key in the Park’s identity and its role in the downtown life:

- Maintain existing boundaries, as delineated on the plans
- Maintain the existing pavilion
- Maintain the existing bathrooms
- Maintain adjacent on-street parking
- Provide Creekwalk and water access
- Maintain a green space in the downtown (trees and boulders)
- Provide play spaces, formal and informal
- Provide public art
- Maintain historic stone bridge
- Provide event space
- Provide market and event access
- Improve protection for the existing water main in creek
- Maintain access to the Spa building

## Planning Process

The planning process was designed to infuse public input and put major decision-making in the hands of the Soda Springs Park Advisory Committee. To effectively utilize the Advisory Committee, each meeting was designed around clarifying, resolving and approving major planning decisions.

The Advisory Committee acted as the project outreach leaders and assisted in reaching park users, event planners and the general community. The committee served as the community representatives and voice in the master plan decision-making process. In short, the committee steered the project to its successful outcome.

The advisory committee consists of volunteers from various organizations around the community that represent Parks and Recreation, the City of Manitou Springs, downtown businesses, historic resources and local citizens in various ways.



# SODA SPRINGS PARK MASTER PLAN



First, a park user survey was created and distributed to various people and organizations such as the Manitou Springs Parks and Recreation Board, Manitou Springs Public Library, schools, downtown business owners and park patrons in an effort to reach a broad segment of the community. The survey gave users of Soda Springs Park a chance to comment on their likes and dislikes about the park, as well as an opportunity to describe their visions for future park development.

Survey questions included:

- Tell us what BUGS you about the park?
- What is the one key thing everyone should know about the park?
- What should the park look like?

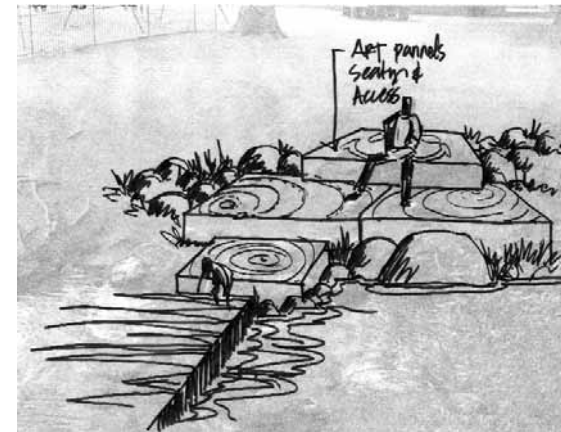
From the survey results, the planning team developed the initial Master Plan concepts. The concepts were presented at the first of two public workshops. At the first workshop, attendees were given the opportunity to critique -concepts for the park and a broad range of site specific elements that began to explore the planning issues noted in the survey and by Advisory Committee members. Following the workshop, the initial concepts based on the public's comments, were revisited and revised.

A second public workshop was held following the same format as the first. Concepts were revised again to reflect the public's input. Additional time was spent on details that related to parking, safety, maintenance and landscape qualities.

A draft Master Plan was created with the revised concepts and presented to the Advisory Committee for a final round of comments. After final revisions, the Master Plan was presented to the Park Board and City Council for review and approval.

The focus of the public process was designed to allow all participants the opportunity to engage other citizens, note issues and suggest solutions.

## Phase 1 public survey



Study sketches presented at public workshops

**Soda Springs Park Master Planning**

The City of Manitou Springs is developing a master plan for Soda Springs Park. The master plan will address park improvements, ensure the protection of the park's historic integrity and provide design guidelines for future development in the park. Your input is an important part of this master planning process.

We want your ideas! Please comment on the following:

What "bugs" you about the Park?

*The flow of the Pavillion needs to be swept & perhaps cleaned w/ water. Before the event - & it would be an added enhancement to have a "hostess" who could clean off the tables after people leave food on them - no more inviting to our visitors/guests!*

What are your "dreams" for the future of the Park?

*"New" benches would add a lot to the quality of the pavillion.*

What is the "one thing" you want people to know about the Park that is "key" to the community?

*It is a great gathering place - a place where residents & visitors can sample the friendly atmosphere and quality entertainment & products of our Mountain town.*

When you're finished...

Drop your comments off at:

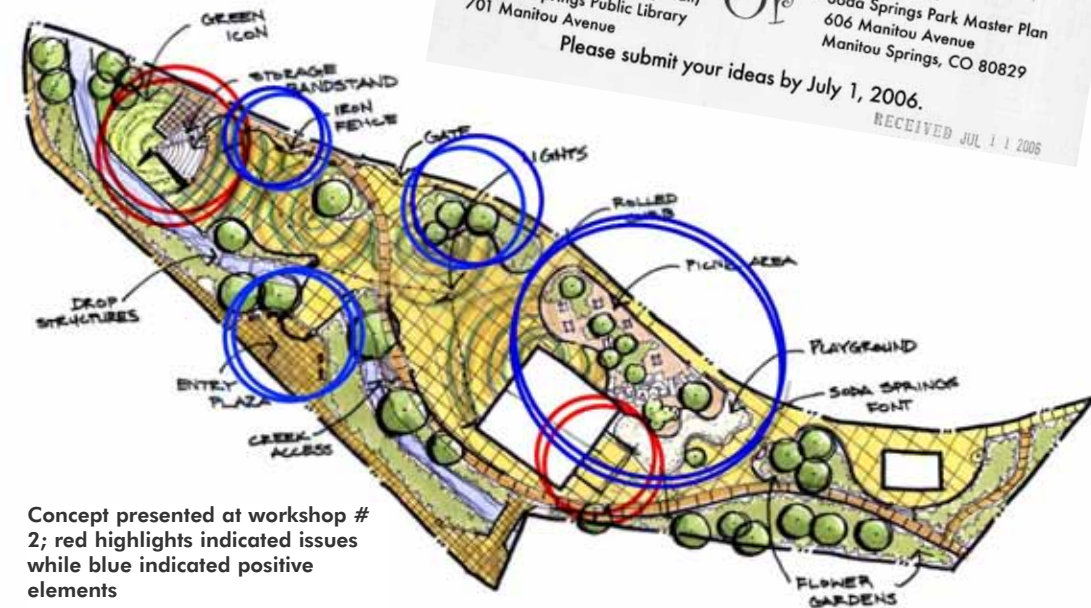
- Manitou Springs Planning Dept. 606 Manitou Avenue (City Hall)
- Manitou Springs Public Library 701 Manitou Avenue

Or Mail this form to:

- Soda Springs Park Master Plan 606 Manitou Avenue Manitou Springs, CO 80829

Please submit your ideas by July 1, 2006.

RECEIVED JUL 1 1 2006



Concept presented at workshop # 2; red highlights indicated issues while blue indicated positive elements



## Existing Conditions

Prior to undertaking the design of the Soda Springs Park Master Plan, an inventory and analysis of existing conditions was performed. This study revealed potential constraints and opportunities to the development of the park. The constraints of the park include outdated play equipment, lack of "green" in the park, a dimly lit pavilion area, widespread erosion, and multiple accessibility issues. The Soda Springs Park Master Plan seeks to solve these issues while encouraging and enhancing the current opportunities in the park.

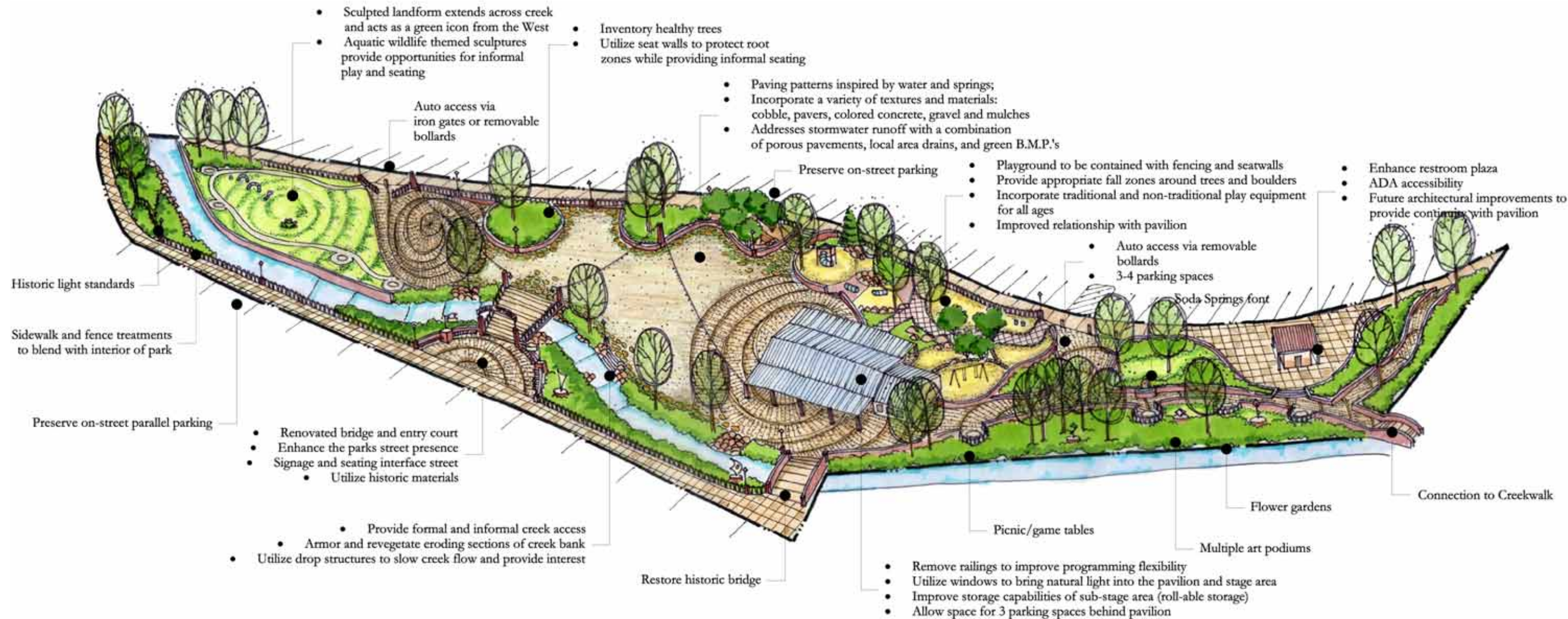


Photo inventory/study





## Soda Springs Park Master Plan





## Area A ~ West End Landscape/Sculpture Feature

The west end of the park will provide a newly enhanced landscape presence on both sides of the creek. The main feature of the green space will be a large rolling setting that will offer casual lounging and informal play. The space is intended to provide a comfortable turf area that will allow for passive park enjoyment and relaxation without active or formalized play. The landscape feature will also provide for the integration of a small number of picnic or seating areas for viewing the creek and plaza activities, and playful art elements that will interact with the space, landscape and visitors.

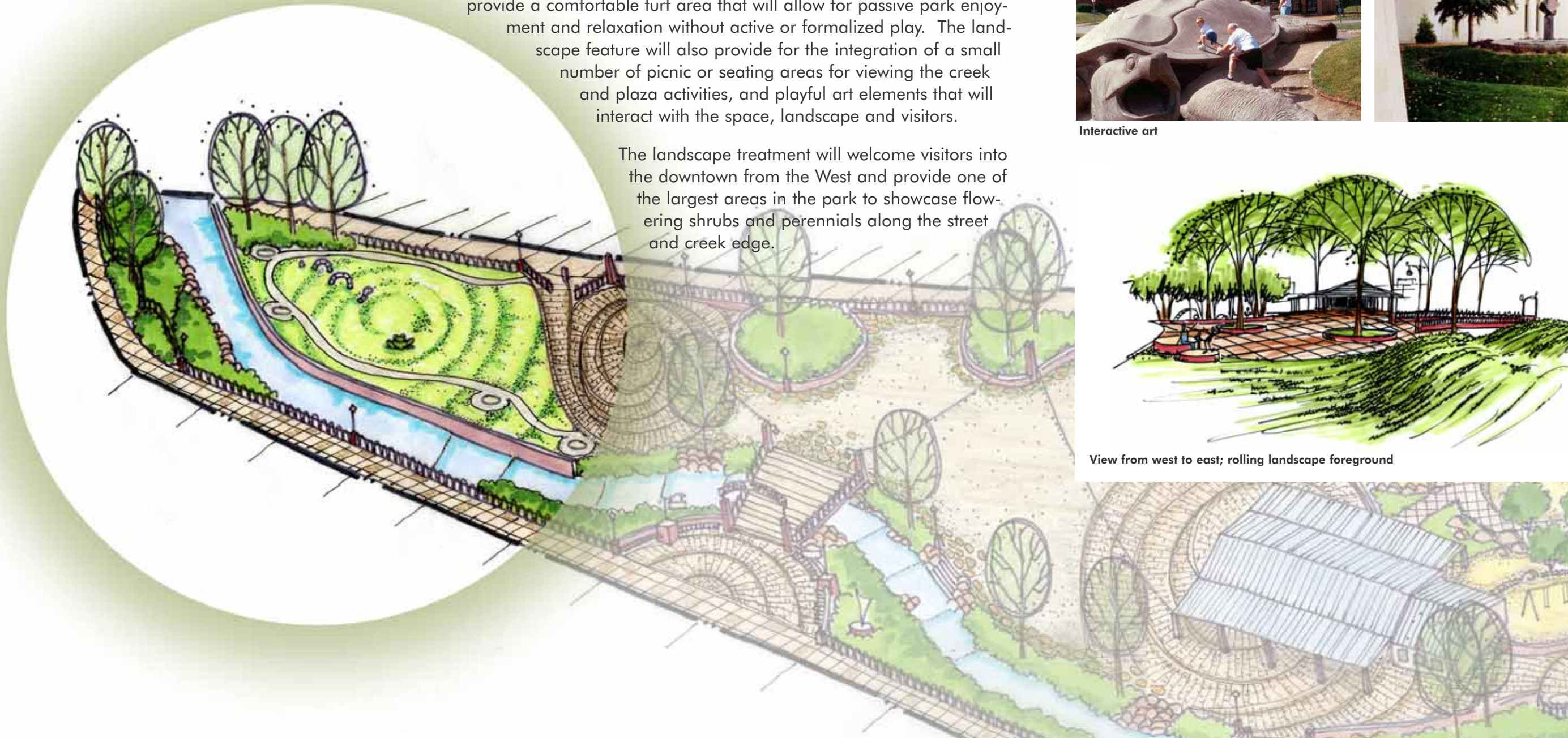
The landscape treatment will welcome visitors into the downtown from the West and provide one of the largest areas in the park to showcase flowering shrubs and perennials along the street and creek edge.



Interactive art



View from west to east; rolling landscape foreground





## Area B ~ Manitou Avenue and Entry Feature

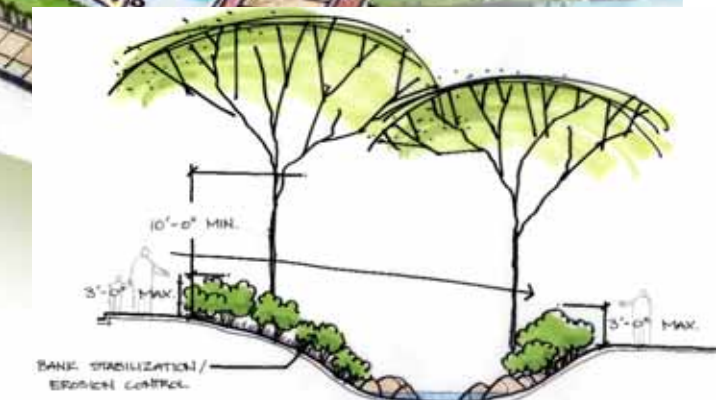
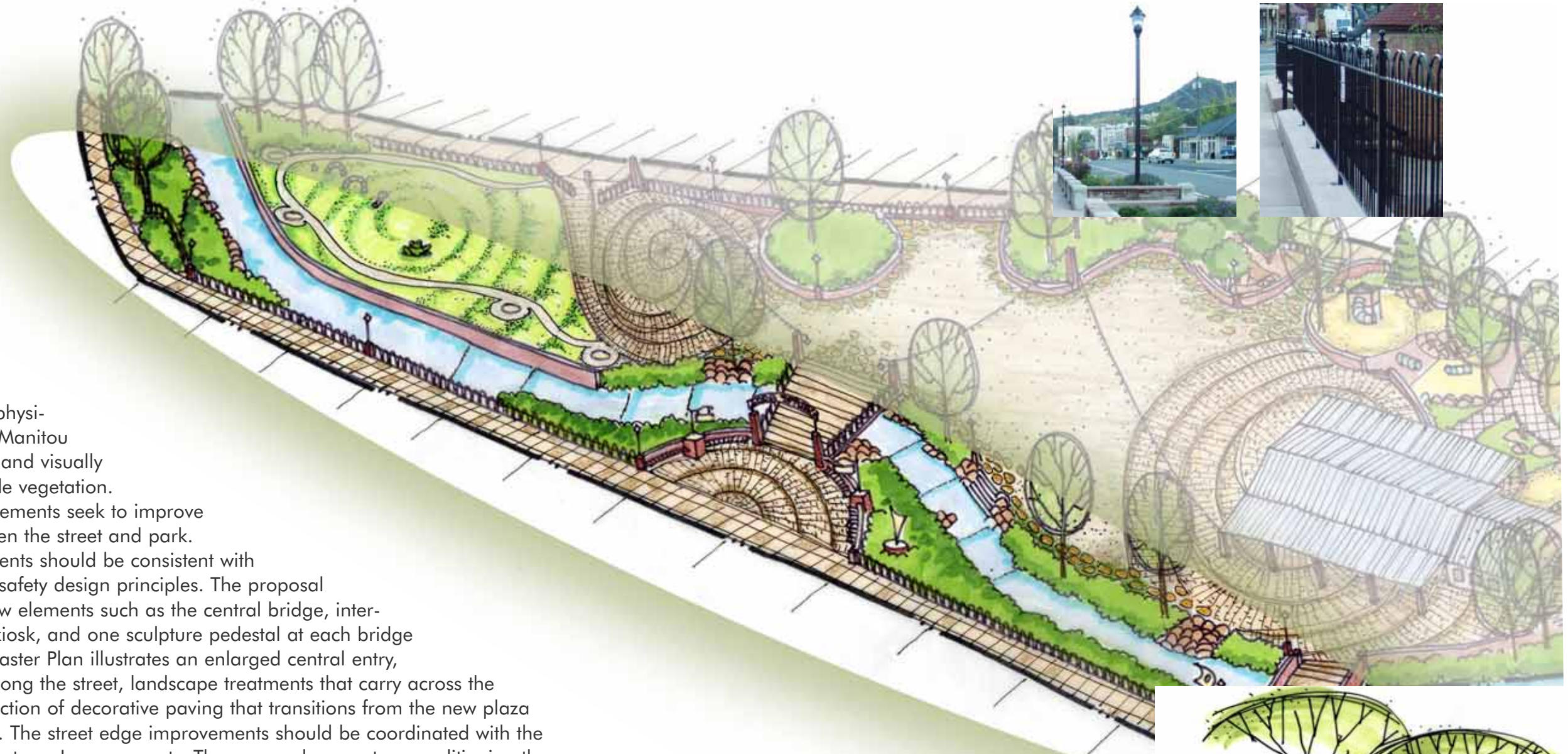
Existing Downtown lighting,  
textures, and seatwalls



Existing fence style



Currently the Park is physically separated from Manitou Avenue by the creek, and visually separated by creekside vegetation. The proposed improvements seek to improve the connection between the street and park. Landscape improvements should be consistent with xeriscape and public safety design principles. The proposal provides for a few new elements such as the central bridge, interpretive signage and kiosk, and one sculpture pedestal at each bridge crossing/entry. The Master Plan illustrates an enlarged central entry, enhanced frontage along the street, landscape treatments that carry across the creek and the introduction of decorative paving that transitions from the new plaza out to the street edge. The street edge improvements should be coordinated with the Manitou Avenue/Downtown Improvements. The proposal suggests reconditioning the iron/steel fencing, creating an archway at the new central bridge that reflects the character of the historic archway of Manitou's past, and restoring the park's historic stone bridges. All restoration work performed on the bridges should be completed by skilled craftsmen to maintain historic accuracy and integrity.



Maintain sight lines and clear zones



## Area C ~ The Event Plaza, New Bridge and Paving

At the heart of the park is the event plaza that is preserved for larger community programs. While it carries the spill-over from the pavilion, the plaza will be the stage for the community festivals and events. In the hopes of maintaining a stable-wear surface for large events that is weather proof, the central space is paved with decorative paving materials strong enough to support delivery and maintenance vehicles, additional stages and event displays. The paving will be used to introduce color, texture and illustrate the park's theme of Community, Water and History throughout the entire park. Various materials should be used to soften the overall feel of the plaza and it's edges. An additional detail in the paving will assist the event planners in exhibit layouts (Exhibit A). Special pavers will outline or mark the corners of displays area like parking lot stripes. This will allow the event planner to quickly direct and coordinate event circulation and staging. Additional iron fencing along Park Avenue creates controllable access points to the park.

The Master Plan encourages the use of stormwater Best Management Practices (BMPs) and porous pavements in combination with small local area drains. The BMPs could harvest water for gardens and trees. Future improvements should seek to reduce overall runoff.

Complementing the event plaza, the master plan identifies a new and wider central bridge. While the bridge design will respond to the new park character and details with stone walls and iron railings, it was also enlarged to offer a secondary social space adjacent to the plaza. The proposed bridge is big enough to facilitate central event circulation, but also creek viewing.

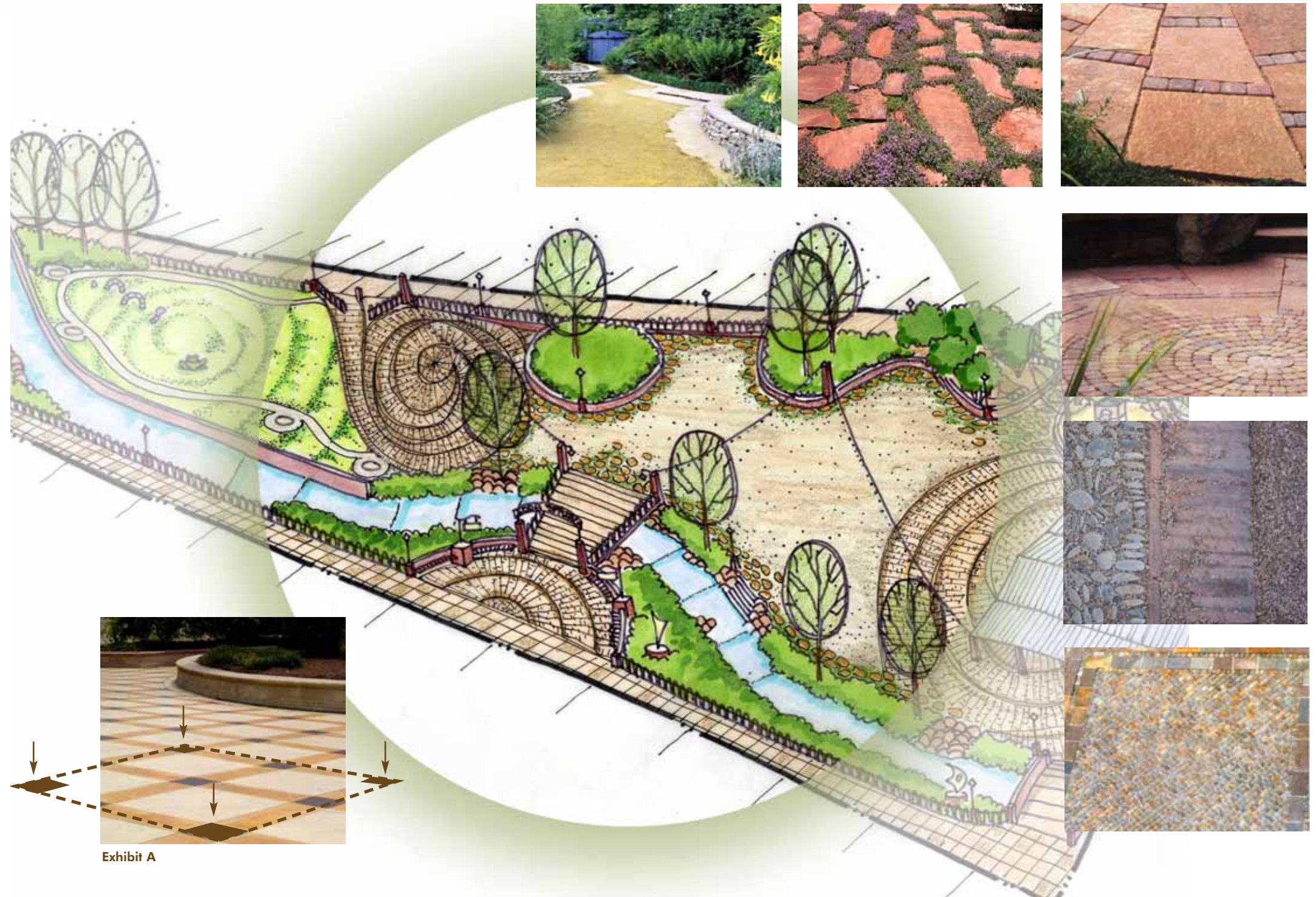


Exhibit A

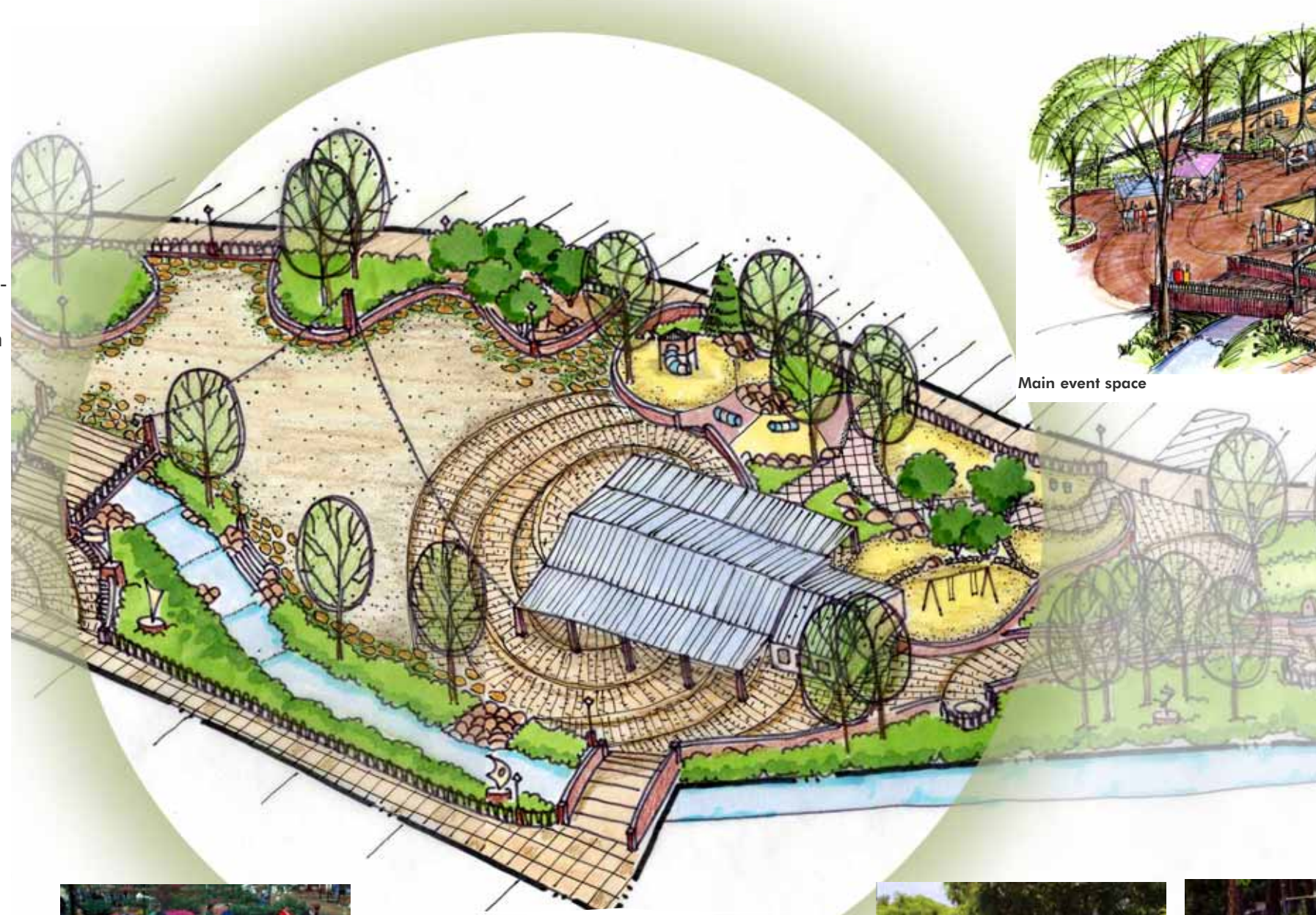


## Area D ~ Tree Preservation and Plaza Amenities

The Master Plan takes steps to protect and enhance the landscape quality of the park. While individual trees within the park have not been evaluated at this time, future plans should consider the health and liability of the large existing trees in the scope of the landscape. Care should be taken to remove dead or damaged material and to protect the root zone when implementing park improvements. The master plan proposes the introduction of seating walls to contain and protect future planting while using the walls as a way of protecting the root zone of the existing trees. The objective is to provide areas of high impact color, texture and green to enhance the overall park setting without competing with the valuable event space. In all cases the landscape improvements should respond to the basic principles of xeriscape and water conservation. Special consideration should be given to protecting from root zone compaction and improving soil aeration.

Overall, the Master Plan seeks to raise the quality of the Park's landscape and stabilize the existing erosion. The plan reclaims and protects landscape areas for the pedestrian user and removes the impacts of vehicles in the park. The seating walls should also be used to introduce color and texture illustrating the park theme while offering informal seating opportunities along the creek, garden plantings and playground. The walls should reflect a combination of both man-made and natural materials.

Other plaza amenities should include trash receptacles for waste materials and recyclables, benches and low level lighting. Lighting and benches may compliment the existing downtown theme or a theme unique to the park. The master plan also recognizes the one-of-a-kind natural boulders found in the park. It is suggested that all future improvements respect the location of the boulders and integrate them into the design, such as paving around them and preserving the boulders as informal seating opportunities.



Main event space



Possible "game" paving



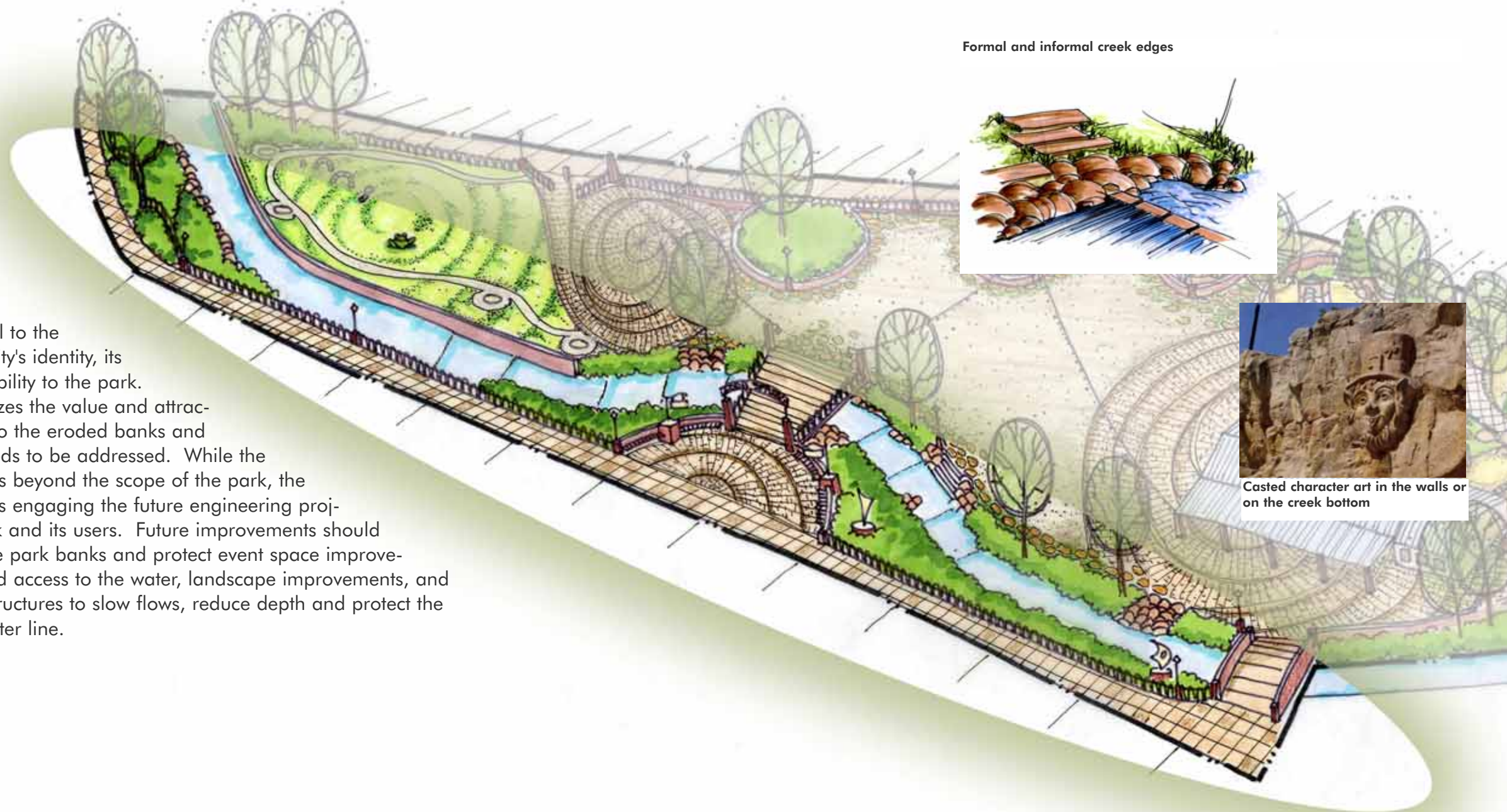
Incorporate seating and landscape





## Area E ~ Creek Edge Erosion Control and Access

While the creek is central to the downtown and community's identity, its current condition is a liability to the park. The Master Plan recognizes the value and attraction of the water, but also the eroded banks and exposed rip-rap that needs to be addressed. While the restoration of the creek is beyond the scope of the park, the Master Plan recommends engaging the future engineering project on behalf of the park and its users. Future improvements should take steps to stabilize the park banks and protect event space improvements, provide controlled access to the water, landscape improvements, and a series of small drop structures to slow flows, reduce depth and protect the existing exposed City water line.



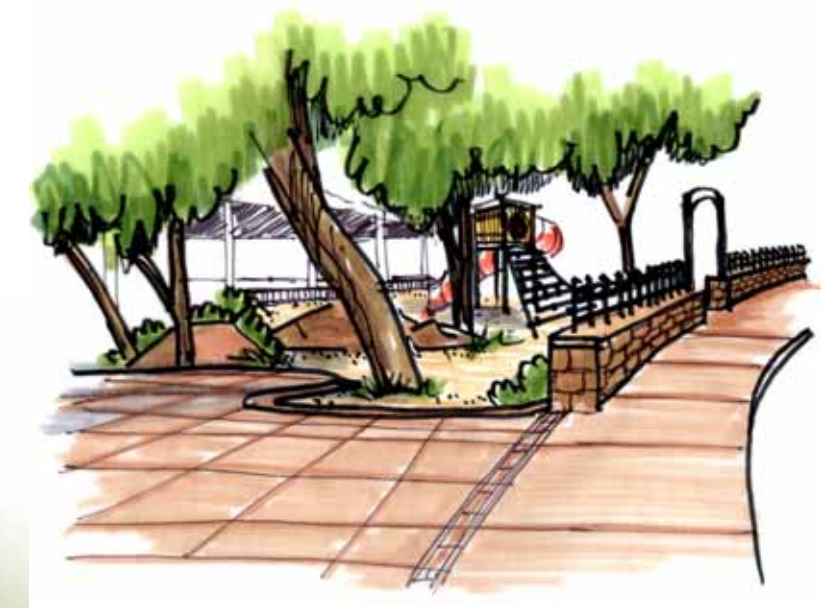
Formal and informal creek edges



Casted character art in the walls or on the creek bottom



## Area F ~ Playground Improvements



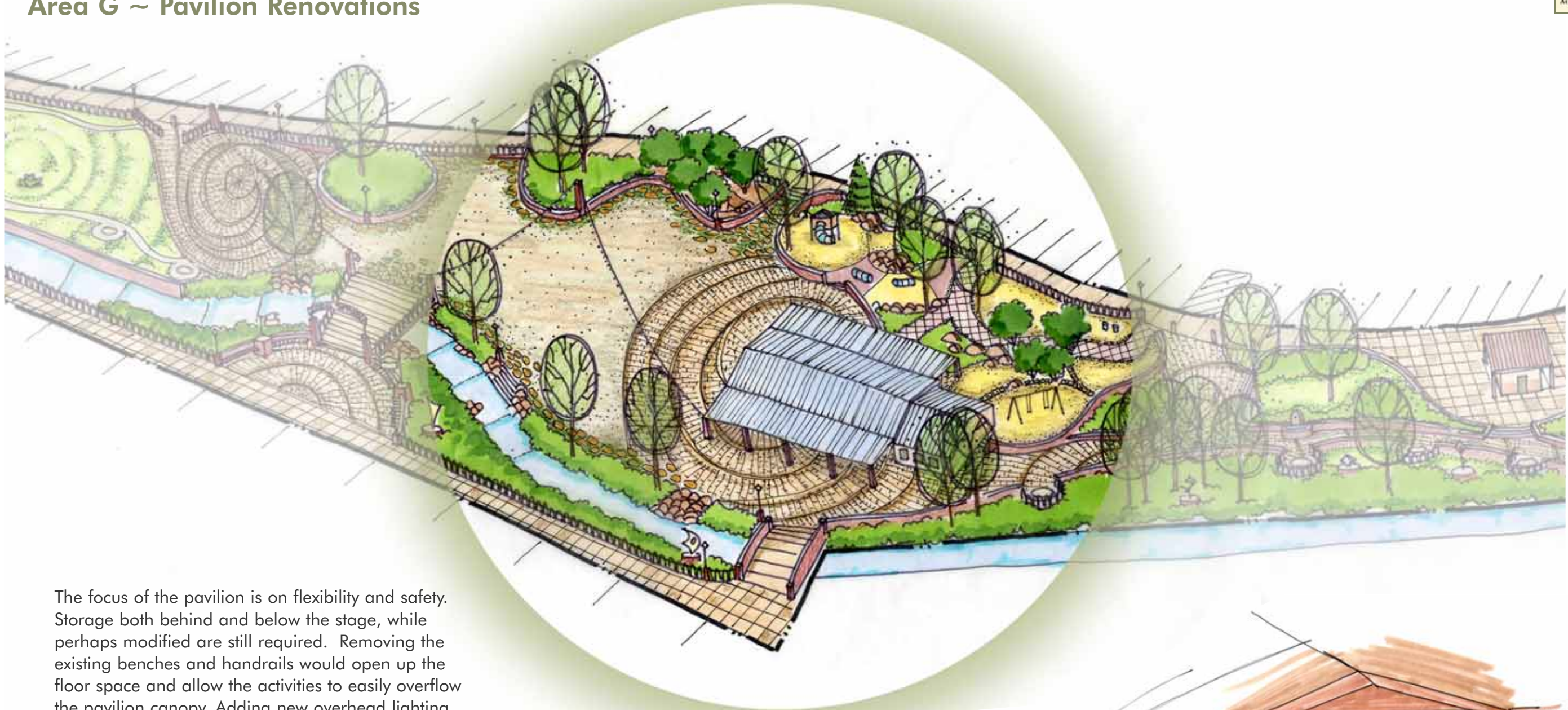
Low wall and gateway

The objective of the playground location was to improve the relationship between the playground, supervision of children, restroom and the pavilion. While the existing playground is outdated and not up to current safety standards, the proposed new playground is not envisioned to be a collection of traditional off-the-shelf equipment. The playground is proposed to be integrated into the existing landscape of trees and boulders. The space will be enclosed with a seat wall between the pavilion and access drive on the south and east sides, and sections of historic iron fencing on the north. Final design will include the study of required fall zones, equipment type, themes and user surveys.





## Area G ~ Pavilion Renovations



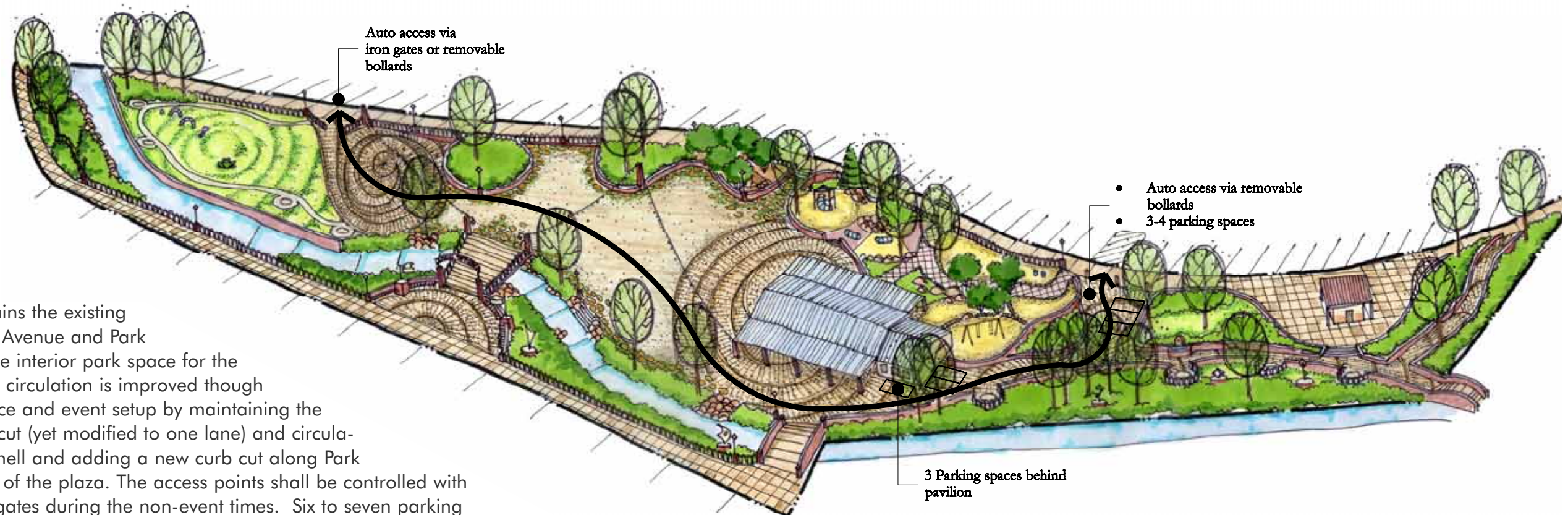
The focus of the pavilion is on flexibility and safety. Storage both behind and below the stage, while perhaps modified are still required. Removing the existing benches and handrails would open up the floor space and allow the activities to easily overflow the pavilion canopy. Adding new overhead lighting and introducing windows and doors to the band shell would provide needed light into the shadows and improve visibility and the sense of safety requested. Overall, the improvements should respond to the changing needs of the pavilion programs. Also, the enhancements should provide universal access to the stage and storage areas.





## Area H ~ Parking and Circulation

The Master Plan maintains the existing parking along Manitou Avenue and Park Avenue and reclaims the interior park space for the pedestrian. The existing circulation is improved through the park for maintenance and event setup by maintaining the existing northeast curb cut (yet modified to one lane) and circulation around the band shell and adding a new curb cut along Park Avenue at the west end of the plaza. The access points shall be controlled with removable bollards or gates during the non-event times. Six to seven parking places will be provided east behind the band shell for event planners, and two to three ADA/Accessibility parking space will be designated along Park Avenue as either full time or temporary during events. Accessibility will also be improved between the pavilion/event area and restrooms.





## Area I ~ Restroom Renovations and East End Landscape

The current conditions of the east end of the park offer no real user assets outside of the existing restrooms. The Master Plan builds an opportunity to provide a quiet respite along the creek outside of the main activities of the playground, event space and pavilion. It is proposed that the area east of the band shell along the creek be developed as a flower and sculpture garden. The garden would also provide picnic and game tables for individual retreat among the landscape and art.

In addition, the Master Plan recommends that a small plaza be developed around the existing restroom building as a way of improving the accessibility conditions and enhancing the relationship between the building, the street and other park landscape improvements. While the architectural/mechanical and structural condition of the building is beyond the scope of this project, it is suggested that future studies should be conducted to evaluate the structure and function of the building. It is also thought that the architectural treatments could be improved to match future pavilion improvements and that art could be integrated into the details to create a greater connection to the rest of the proposed park enhancements.



View from anticipated Creekwalk entry



Game tables

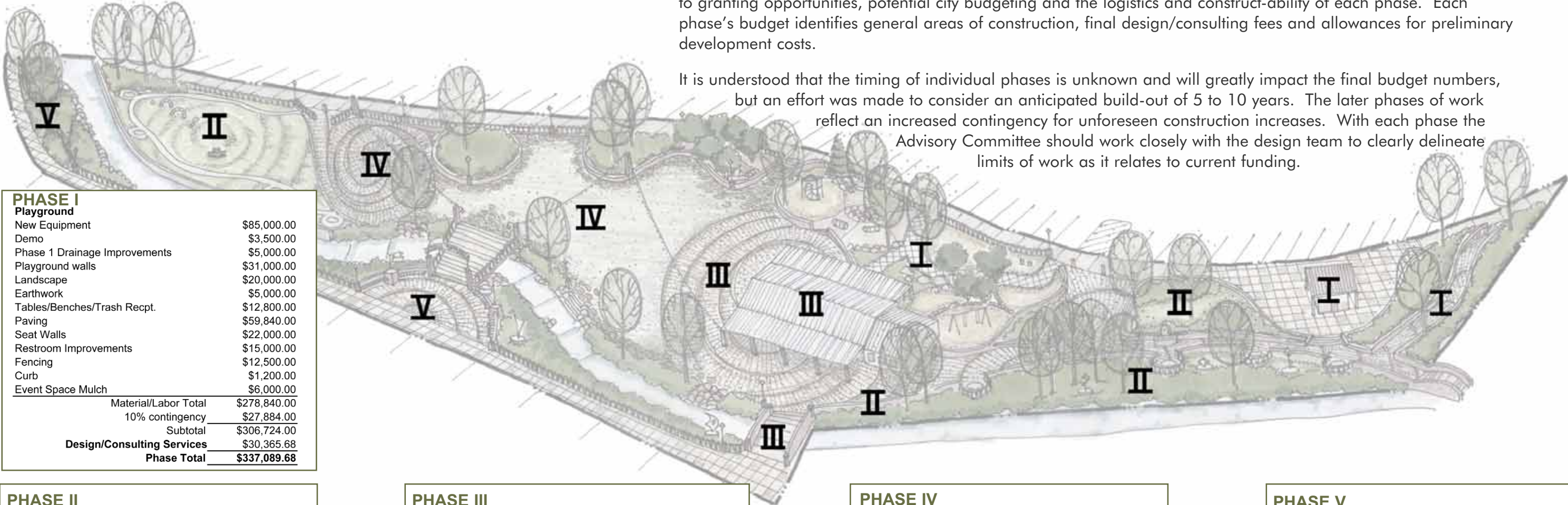




Estimate of Probable Development Cost and Phasing

An analysis of development phasing and budgeting was conducted to assist the Parks and Recreation Advisory Committee in their long-range planning. Five phases of development are reflected in the master plan as they relate to granting opportunities, potential city budgeting and the logistics and construct-ability of each phase. Each phase’s budget identifies general areas of construction, final design/consulting fees and allowances for preliminary development costs.

It is understood that the timing of individual phases is unknown and will greatly impact the final budget numbers, but an effort was made to consider an anticipated build-out of 5 to 10 years. The later phases of work reflect an increased contingency for unforeseen construction increases. With each phase the Advisory Committee should work closely with the design team to clearly delineate limits of work as it relates to current funding.



PHASE I	
Playground	
New Equipment	\$85,000.00
Demo	\$3,500.00
Phase 1 Drainage Improvements	\$5,000.00
Playground walls	\$31,000.00
Landscape	\$20,000.00
Earthwork	\$5,000.00
Tables/Benches/Trash Recpt.	\$12,800.00
Paving	\$59,840.00
Seat Walls	\$22,000.00
Restroom Improvements	\$15,000.00
Fencing	\$12,500.00
Curb	\$1,200.00
Event Space Mulch	\$6,000.00
Material/Labor Total	\$278,840.00
10% contingency	\$27,884.00
Subtotal	\$306,724.00
Design/Consulting Services	\$30,365.68
Phase Total	\$337,089.68

PHASE II	
Parking/Access	\$12,000.00
Garden Walls	\$23,375.00
Landscape, Phase 2	\$35,000.00
Irrigation Tap/Phase 2	\$50,174.00
Earthwork, Phase 2	\$6,000.00
Tables/Benches/Trash Recpt.	\$12,800.00
Game Tables (3)	\$1,800.00
Plaza Paving, Phase 2 area	\$70,877.00
Bollards/Gate	\$4,600.00
Art	\$12,000.00
Fencing	\$7,315.00
Material/Labor Total	\$235,941.00
10% contingency	\$23,594.10
Subtotal	\$259,535.10
Design/Consulting Services	\$25,693.97
Phase Total	\$285,229.07

PHASE III	
Plaza Earthwork	\$2,000.00
Plaza Paving, Phase 3	\$154,986.00
Pavilion Improvements	\$35,000.00
Landscape	\$20,000.00
Irrigation, Phase 3	\$2,500.00
BMP Drain System	\$12,000.00
Tables/Benches/Trash Recpt.	\$18,000.00
Signage	\$1,500.00
Bridge Restoration	\$6,000.00
Creek Stabilization	\$18,000.00
Material/Labor Total	\$269,986.00
13% contingency	\$35,098.18
Subtotal	\$305,084.18
Design/Consulting Services	\$30,203.33
Phase Total	\$335,287.51

PHASE IV	
Plaza Earthwork	\$10,000.00
Plaza Paving	\$169,374.00
Seat walls	\$30,090.00
Landscape	\$24,000.00
Irrigation, Phase 4	\$2,500.00
BMP Drain System	\$12,000.00
Tables/Benches/Trash Recpt.	\$12,800.00
Area Lighting	\$14,000.00
Creek Stabilization	\$16,000.00
Fencing	\$22,800.00
Material/Labor Total	\$313,564.00
15% contingency	\$47,034.60
Subtotal	\$360,598.60
Design/Consulting Services	\$35,699.26
Phase Total	\$396,297.86

PHASE V	
Landscape	\$45,000.00
Irrigation, Phase 5	\$3,600.00
Tables/Benches/Trash Recpt.	\$12,800.00
Central Bridge	\$45,000.00
Lighting	\$14,000.00
Walks	\$70,889.00
Signage	\$2,800.00
Seat walls	\$7,650.00
Fencing	\$40,565.00
Material/Labor Total	\$242,304.00
15% contingency	\$36,345.60
Subtotal	\$278,649.60
Design/Consulting Services	\$27,586.31
Phase Total	\$306,235.91
Total Projected Project Costs	\$1,660,140.04





## Appendices



Soda Springs Park Master Plan Sample Public Survey

**Soda Springs Park Master Planning**

The City of Manitou Springs is developing a master plan for Soda Springs Park. The master plan will address park improvements, ensure the protection of the park's historic integrity and provide design guidelines for future development in the park. Your input is an important part of this master planning process.

We want your ideas! Please comment on the following:

 What "bugs" you about the Park?

 What are your "dreams" for the future of the Park?

 What is the "one thing" you want people to know about the Park that is "key" to the community?

When you're finished...

Drop your comments off at:


- Manitou Springs Planning Dept.  
606 Manitou Avenue (City Hall)
- Manitou Springs Public Library  
701 Manitou Avenue

Or

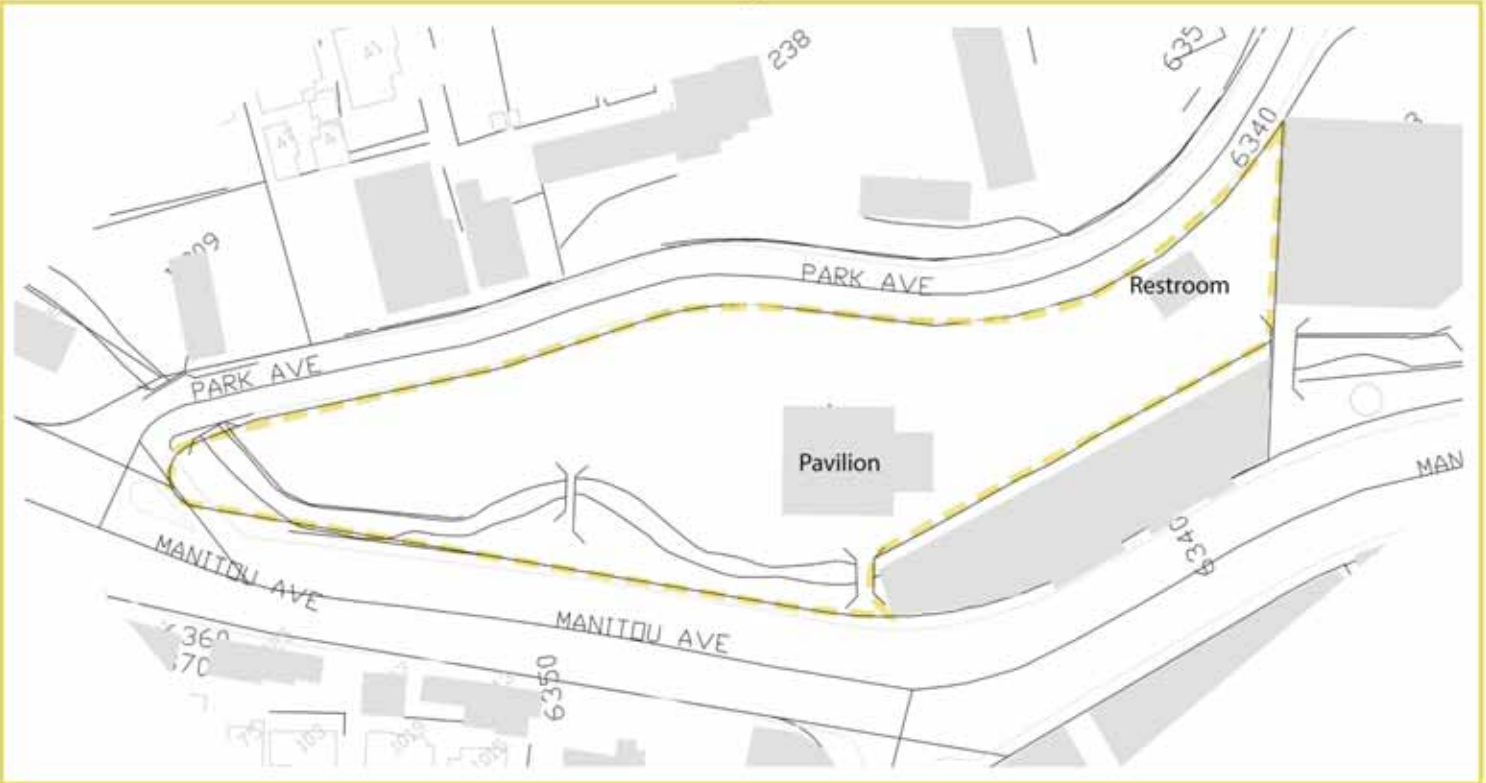
Mail this form to:

- Soda Springs Park Master Plan  
606 Manitou Avenue  
Manitou Springs, CO 80829

Please submit your ideas by July 1, 2006.

**Design Your Soda Springs Park**

What are the possibilities?



Historic  
**MANITOU  
SPRINGS**  
At the foot of Pikes Peak

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Include an e-mail address to receive information about upcoming design workshops.

Jim Houk, Project Manager  
719.578.8777 [jhouk@tplan.net](mailto:jhouk@tplan.net)

**THOMAS & THOMAS**  
PLANNING, URBAN DESIGN, LANDSCAPE ARCHITECTURE, INC.  
614 NORTH TEICH STREET  
COLORADO SPRINGS, COLORADO 80901





## Soda Springs Park Master Plan

### Summary of Public Workshop #1 (July 20th, 2006)

#### Playgrounds

Moving the playground to east side of pavilion creates better relationships  
 Design utilizing natural materials  
 Playground should be unique to Manitou Springs and incorporate local artists  
 Incorporate climbing equipment  
 Accommodate children of all ages

#### Entrances

Create monuments at entrances  
 Utilize historic materials

#### Creek

Access should be limited to specific areas  
 Combined natural and hard creek edge  
 Pull paving and landscape across the creek

#### Pavilion

Pavilion needs better lighting (artificial or natural)  
 Removing the railing is a good idea, create flexibility  
 Benches should be removed  
 Update/modify the stage

#### Landscape

Park should be paved with pockets of green  
 Turf is not wanted, xeric plants are preferred  
 Raised planters  
 Incorporate games into the hardscape of the park  
 Must function for events as well as everyday use

#### Parking

Parking should be limited and delineated

#### Events

Flexible and accessible  
 Control Access/ gates and fencing  
 Delineate/stage events

#### Art

Delineate focal areas or concepts for art, but provide unique opportunities for projects

#### Materials

Natural  
 Historical  
 Textures

The Soda Spring Font  
 YFI services  
 Theme: Spirit of Water, Springs, Mountain and Nature



**Soda Springs Park Master Plan****Summary of Public Workshop #2 (August 24th, 2006)****Playground**

There is a desire for a splash/fountain feature in addition to creek access

**Parking**

Some event managers feel they need 10-15 parking spaces inside the park to operate certain events. However, a greater number of people do not want the area behind the pavilion to feel like a parking lot during non-event times. Six or seven spaces was considered an appropriate compromise

**Pavilion**

Some concerns were raised that noise pollution from the playground may detract from programs or performances in the pavilion.

One suggested solution was to move parking adjacent to the bathrooms and move the playground further to the southeast.

**Landscape**

Continued health of the Gambel Oaks in the playground area was a concern (kids climbing on them, etc.).

More “planting pockets” were suggested to break up the event space.

**Art**

A playful sculptural piece was proposed to be incorporated with the turf mound. The piece should not necessarily be “play equipment” but rather an artful piece that children can play on or around.



## Summarized History of Soda Springs Park

General Palmer and Doctor Bell, the founders of Manitou Springs, originally envisioned their new health resort with stately villas and grand hotels in the foothills, surrounding a large central park at the bottom of the valley. This area was to contain the bath house, spring pavilions, and romantic pathways in between. It was called Soda Springs Park and ran from the center of town, near the present Wheeler Town clock, to the western terminus of Park Avenue.

In the fall of 1871, Palmer built a very primitive structure, later known as the Temporary or Rustic Inn, near the site of the present day pavilion in Soda Springs Park. Later historians misidentified its location at the site of the future Cliff House, but an early map of the Colorado Springs Co. clearly shows it in the present park. It housed Palmer, members of his family, and travelers to the gold fields throughout the winter and spring. After the original Glen Eyrie was built, Palmer sold the Temporary Inn, which was run as a hotel until it was torn down in 1875. This would make it the first structure built in the newly platted town of La Font (Manitou Springs).

Palmer and his Colorado Springs Co. got to work in the spring of 1872 to lay out the town of what was now called Manitou by hiring well known landscape designer John Blair. Plans were drawn up for Soda Springs Park and the surrounding villa lots, quaint rustic pavilions were built around the Manitou Soda and Shoshone springs. Unfortunately, the panic of 1873 and the following depressed economy prevented any serious investment and the villa lots were divided up. By 1880, Manitou Springs was a town of little wooden buildings, not grand stone mansions, but Soda Springs Park was still the center of all activities.

By 1885, the park was beginning to resemble the original vision of its founders. A fancy Queen Anne-style bath house had been built by 1882, where the Arcade parking lot is today, and an extraordinary Victorian-style open air pavilion was constructed over the Manitou Soda Spring in 1885. A small bottling plant was also located between the Navajo and Shoshone springs. Trees, which were still scarce in the area, were planted along side the native species of cottonwood, gambel oak and wild clematis, which twined along the pathway structures. The rugged beauty of the western landscape was emphasized and formal Victorian plantings were reserved for the train depot and hotels.

In 1889, the whole character of Soda Springs Park and Manitou were changed by Jerome Wheeler, the New York millionaire of Macy's Department Store fame. After hitting it big in the Aspen silver mines, he decided to invest extensively in Manitou; a town he had lived in every summer since 1885. He bought, then merged the bath house company and the bottling company, then purchased or leased from the Colorado Springs Co. the part of the large park that lay east of the Manitou Soda Spring pavilion. A \$25,000.00 state-of-the-art bottling plant was constructed on the south side of Fountain Creek, opposite of the newly renovated bath house and the surrounding park land was beautified with extensive lawns and ornate iron planters. Our Town Clock was donated by Wheeler to commemorate the completion of this project. From this point on Soda Springs Park would effectively be limited to the western park of its former boundaries, even though technically it still extended to the Town Clock.

The last years of the 19th century were the heyday for Manitou Springs as a health resort, with thousands of people flocking to the park to celebrate such events as All States Day. A rustic bandstand was built at the far western edge of the park for the Midland Band, whose performances were the highlight of a stay here. A tennis court was also available to the general public, located just to the west of the present pavilion. A greatly enlarged image of the courts is available for viewing in Memorial Hall, showing the park in the late 1890's with one of its unique features; the natural boulders that had been retained in the original layout. A rustic bridge connected the popular venue with the pedestrian traffic on Manitou Avenue.

Many circumstances changed the park into what we have today. After General Palmer's death, the Colorado Springs Co. decided to divest themselves of the rest of their holdings in Manitou. What was left of the park was sold to the city after a very contentious election in 1917, but the Company retained the strip along Manitou Avenue which was later sold for development. The Manitou Soda Springs property was also sold soon after to Governor Shoup, whose investors enclosed the property to facilitate charging for admission. The once extensive park was now constricted into its present parameters, but a new pavilion was constructed in 1920 to maintain a use for the area.